

INITIATION (Timbits)

Jr. & Sr. Timbits Seasonal Structure

Jr. Timbits – Generally 1st Year Players

- Informal games until November 30th
- Jr. Timbit teams are permitted to play a **maximum of 16 ‘formal-modified’ games** during the season while adhering to of the phase game maximums above. This includes exhibition and tournament games. **NO EXCEPTIONS.**

Junior Timbits - Age: 5								
Introductory Phase			Development Phase			Regular Season Phase		
Sept. 15 - Nov. 30			Dec. 1 - Jan. 31			Feb. 1 - March 31		
10	20	0	8	16	8	8	16	8
Weeks	Practices	Games	Weeks	Practices	Games	Weeks	Practices	Games
Total Practices: 40-50								
Total Cross-Ice Games: 12-16								
Maximum 2 Tournaments/Jamborees - HC Jamboree Excluded								
Maximum 1 out-of-town Tournaments/Jamborees**								

Sr. Timbits – Generally 2nd Year Players

- Informal games until November 15th
- Sr. Timbit teams are permitted to play a maximum of **20 ‘formal-modified’ games** during the season while adhering to of the phase game maximums above. This includes exhibition and tournament games. **NO EXCEPTIONS.**

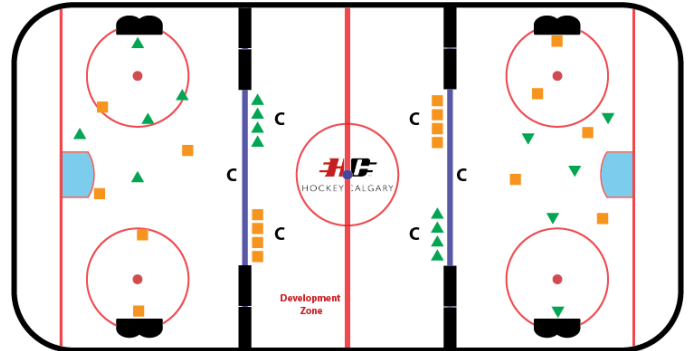
Senior Timbits - Age: 6								
Introductory Phase			Development Phase			Regular Season Phase		
Sept. 15 - Nov. 15			Nov. 16 - Jan. 31			Feb. 1 - March 31		
8	16	0	10	20	10	8	16	10
Weeks	Practices	Games	Weeks	Practices	Games	Weeks	Practices	Games
Total Practices: 40-50								
Total Cross-Ice Games: 16-20								
Maximum 3 Tournaments/Jamborees - HC Jamboree Excluded								
Maximum 1 out-of-town Tournaments/Jamborees**								

Jr. & Sr. Timbits

- ****Out-of-Town** is defined as any rink outside of the Hockey Calgary Boundaries and thus requiring a travel permit. The reason for this limit is to help reduce the incremental costs associated with traveling to tournaments (hotels, food, gas, etc.)
- **Hockey Calgary Timbits Jamboree does not count towards any of the game limits**
- Any Timbits game hosted by a Hockey Calgary team/association must be played in a **Cross-ice format** (board to board, blueline down or between blue lines). However, teams are **permitted to play in a half-ice (goal line to redline) in games or jamborees hosted by other Minor Hockey Associations** provided they are sanctioned by Hockey Alberta. **Full ice games are not permitted.**

Jr. & Sr. Timbits Game Play

- Games will be played split squad in a **Cross-Ice Format** (board to board, blueline down)
 - Half red vs. half blue at one end, & the other half of red & blue at the other end
 - Teams will kneel on the blue lines rather than use the benches
- 4 vs. 4 format plus 2 ‘acting goalies’ (no goalie equipment)
 - “Acting goalies” transition from “acting goalie” to ‘player’ after their shift
- Two face-offs during the game
 - One to start the game, and one to start the second half
- No official score will be posted
- No off-sides, No icing



- **Blue Pucks**
- The main score clock is used as the **time keeping device** for both games simultaneously
- **Coaches on the ice with skates.** There will only be a maximum of 4-5 players on each bench so this should be enough communication to players.
- Shifts
 - 1.5 minutes (90 seconds) in length
 - Resting players will take a knee on the blueline
 - When the buzzer/whistle sounds, players must relinquish control of the puck immediately and skate towards the blue line (players kneeling area) **with the exception of the ‘acting goalie’ who transitions to ‘player’ for the next shift**
 - 4 new skaters enter the game surface area
 - 3 as ‘players’
 - 1 as ‘acting goalie’
 - **Tag Up Rule:** If there are fewer than 4 players on the bench, the active player designated to stay out for the following shift must tag up at the bench prior to racing to the play the loose puck.
- The **‘Developmental Zone’** has been added to allow opportunities to provide **individual instruction** and attention to players. Players and coaches will use the zone to varying levels. Some players will simply enjoy kneeling, taking a rest, drinking some water, and cheering on their teammates, while other’s may require some individual coaching.
 - **The ‘Developmental Zone’ is designed for coaches to:**
 - Look for and address ‘coachable moments’ in games (ex. Coach notices a player’s passing is not accurate. Coach can take the player after their shift, correct the error, and execute a couple of repetitions within the 90 second rest)
 - Run an individual activity for a player who isn’t tired, who needs an increased challenge, or who has trouble sitting still
 - **The ‘Developmental Zone’ is NOT designed for Coaches to:**
 - Run full drills/activities between shifts
 - Grab each or a single player after every shift to work on skills
 - Over coach

NOVICE

Novice Seasonal Structure

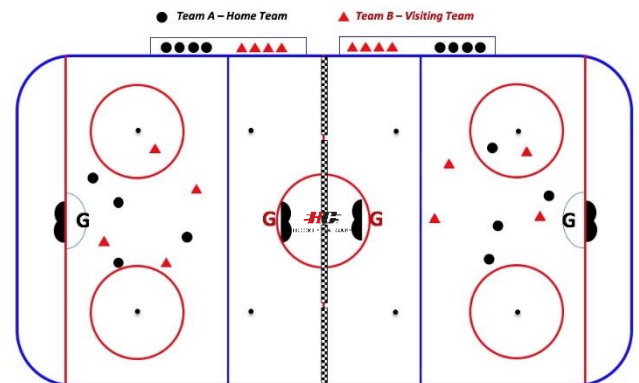
- **Game Maximum for Novice will be 32 Games.**
 - 8 Games Seeding (HC Scheduled)
 - 8 Games Regular Season (HC Scheduled)
 - 2 Games EMHW (HC Scheduled)
 - 3 Tournament/Jamboree Maximum (approximately 9-12 games)
 - Exhibition Games (approximately 2 games)

- **Tournament/Jamboree Maximum will be 3 Tour./Jamb..**
 - **No tournaments to be scheduled prior to end of seeding round.**

- **Out-of-town Tournament/Jamboree Maximum will be 2 Tour./Jamb..**
 - Out-of-Town is defined as any rink outside of the Hockey Calgary Boundaries and thus requiring a travel permit. The reason for this limit is to help reduce the incremental costs associated with traveling to tournaments (hotels, food, gas, etc.)

Novice Seasonal Game Play

- Games will be played split squad
 - Half red vs. half blue at one end, & the other half of red & blue at the other end
 - At the mid-point of the ice session the **'visiting' team** will switch ends
 - Teams will share the benches
- 4 vs. 4 format – each team with 2 goaltenders
- ½ ice game will be played from the goal line (at one end), to the center line
 - The net at center ice will be put on the **center faceoff circle**
- Two face-offs during the game - one to start the game, and one to start the second half
- No official score will be posted
- No off-sides, No icing
- **Blue Pucks**
- The main score clock is used as the **time keeping device** for both games simultaneously
- 1 official at each end, plus an on or off-ice mentor official for developmental purposes.
- **A maximum of 2 coaches per team will be permitted on each bench.**
- Shifts will be 1.5 minutes (90 seconds) in length.
- When the buzzer/whistle sounds, players must relinquish control of the puck immediately and vacate the ice. The new players enter onto the ice surface immediately.
- **Tag Up Rule:** If there are fewer than 4 players on the bench, the active player designated to stay out for the following shift must tag up at the bench. **This is enforced by the coaches, not the officials.**



ATOM

The Game Maximum for Atom is 55 Games.

The game count begins **October 1st** and includes all seeding, regular season, exhibition, tournament, Minor Hockey Week and playoff games.

- 8 Games Seeding (HC Scheduled)
- 10 Games Regular Season (HC Scheduled)
- EMHW (1-5 games based on performance). **The first game in EMHW is Regular Season game and is counted in the 10 game Regular Season total.**
- Playoffs (2-9 games based on performance)
- Exhibition Games (approximately 6 – 8 games, booked at team's discretion)
- Tournament Games (approximately 12 – 16 games, booked at team's discretion)

Length of Games

Permit/Period Length	Period 1	Period 2	Period 3
1 Hour Permit	12 Minutes	15 Minutes	15 Minutes
1 ¼ Hour Permit	15 Minutes	15 Minutes	15 Minutes
1 ½ Hour Permit	15 Minutes	15 Minutes	20 Minutes

Note:

- All games are stop time.
- No time outs permitted.
- A 3-minute warm-up will begin at the scheduled permit time.
- Players will not leave the ice between periods.
- No game will exceed the permit time. If undue delays occur for any reason and the game cannot be completed within the permit time, the following procedure will be followed:
 - At the first stoppage of play after time reaches 5 minutes left on the permit, the timekeeper will notify the referee.
 - At this stoppage of play the clock will be reset to 2 minutes and the remainder of the game completed with stop time.

PEEWEE, BANTAM, and MIDGET

There is no maximum game limit for the Pee wee, Bantam, and Midget age categories.
However, Hockey Calgary suggests a schedule between 40-50 games in total.

Length of Games

Permit/Period Length	Period 1	Period 2	Period 3
1 Hour Permit	12 Minutes	15 Minutes	15 Minutes
1 ¼ Hour Permit	15 Minutes	15 Minutes	15 Minutes
1 ½ Hour Permit	15 Minutes	15 Minutes	20 Minutes
1 ¾ Hour Permit	20 Minutes	20 Minutes	15 Minutes
2 Hour Permit or Greater	20 Minutes	20 Minutes	20 Minutes

Note:

- i. All games are stop time.
- ii. No time outs permitted.
- iii. A 3-minute warm-up will begin at the scheduled permit time.
- iv. Floods between periods will only occur as follows: 1 ¾ hour permit – between 1st and 2nd periods; 2 hour permit - between 1st and 2nd periods, 2 ¼ hour or greater permit, a flood will occur between both the 1st and 2nd period and between the 2nd and 3rd period.
- v. For games of 1 hour and 1 ¼ hour duration, players will not leave the ice between periods.
- vi. For games of 1 ½ hours or more, players will not leave the ice between periods when no flood occurs.
- vii. No game will exceed the permit time. If undue delays occur for any reason and the game cannot be completed within the permit time, the following procedure will be followed:
 - a) At the first stoppage of play after time reaches 5 minutes left on the permit, the timekeeper will notify the referee.
 - b) At this stoppage of play the clock will be reset to 2 minutes and the remainder of the game completed with stop time.